



Key competence: <i>Learn to learn, Social & Civic</i>		i		and a
Soft skills: Self control, Collaboration,	Editorial	1 - 8	15 min	8+
Ethics, Time management, Tolerance	Recommendation	4	20 min	1º - 6º

Variants and/or steps

- ★ The rulebook is very clear and following the scenarios as suggested allows players knowing how to play. Although this game should be played in silence we recommend letting students speak until they understand the rules perfectly.
- ★ We also recommend not using the hourglass as it might create anxiety and nervousness to the players. Since this is a collaborative game and some scenarios are more difficult this game promotes team building. This is also a good game for working laterality.

Adaptations for special needs

- The children with special needs can play it with the help of an assistant for orientation or for reminding them to take action.
- > They can participate in heterogeneous groups and be helped by their teammates.
- > Furthermore, they can take easier roles and tasks..

Discussion

□ Have you respected the rules or were you tricky? □ How did you feel when you were waiting for another player to move a pawn? □ Have you experienced frustration during the game? □ How can you manage it? □ Did you manage to respect the rules? □ How did you manage to cooperate with your team if you could not talk? □ What strategy could you use in order to cooperate better? □ Were there any rules that were hard to follow/understand? □ How did you react when your colleagues made mistakes?

% of answers based on 238 Primary School students		•	••	•)
Would you like to play it again?		2%	6%	91%
Have you communicated a lot with your classmates while you were playing?		17%	13%	38%
Have you done any calculations during the game?		13%	6%	17%
How easy was it to understand the rules of the game?		3%	22%	75%
Have you thought of any strategy while playing the game?		13%	17%	44%
Are you able to explain this game to another student?		6%	27%	58%